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JCB37220

THE CAMERON FILES

PHARAOH'S CURSE

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ESRB

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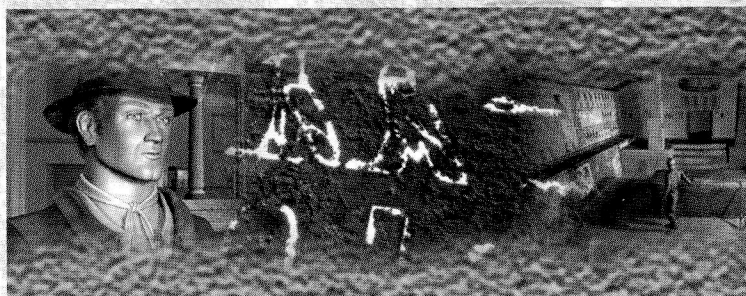
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INTRODUCTION

Life in the world of Chicago Private Investigator, Alan Parker Cameron, is never dull. When Moira McFarley asks him to investigate the strange happenings at an archeological dig in Egypt, Cameron thinks it will be an easy case, leaving him time to become reacquainted with old friends...

However, when Cameron arrives in Cairo, he quickly learns that not only has Moira disappeared, but that someone is trying to prevent him from getting to the bottom of the mystery... and if finding the body of the first victim isn't bad enough, when Cameron finally does find Moira again, she seems to be under a hypnotic spell...

From the exotic locations of Cairo, to aboard the Wonder of the Nile steamboat, and the newly discovered ancient tomb, join Cameron as he meets a host of suspicious characters: the clairvoyant Russian Countess, the Museum Curator, the German archeologist, and many others.



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MURDER & MYSTERY

Who can you trust, and who will survive? Piece together the clues and avoid traps set by the sinister characters. Will you succeed in saving Moira from the clutches of evil in time?

The Pharaoh awakens...

Can you, as Alan Parker Cameron, P.I. survive the dangers placed in your path or will this be your last case on earth?



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MURDER & MYSTERY

SYSTEM REQUIREMENTS

Minimum:

Windows® 98/2000/ME/XP
Pentium® II 233 MHz or Equivalent Processor
64MB Ram
DirectX® Compatible Sound and Video Cards
16x CD-Rom Drive
Mouse

Recommended:

Windows® 98/2000/ME/XP
Pentium® III 500 MHz or Equivalent Processor
64MB Ram
DirectX® Compatible Sound Card
16 MB DirectX® Compatible 3D Accelerated Video Card
16x CD-Rom Drive
Mouse

INSTALLATION INSTRUCTIONS

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes screen savers and anti-virus software, which may interfere with the installation process.

1. Insert **The Cameron Files™: Pharaoh's Curse** CD1 into your CD-ROM drive.
2. If the auto-run mode on your computer is active, the installation will start

automatically when you insert the CD into the drive. Follow the on-screen instructions.

If the auto-run mode on your computer is disabled, input the following:

- a) At the Windows desktop, click on 'Start.'
- b) Select 'Run' and type the letter of your CD-ROM drive and Install.exe (i.e.: D:\Install.exe).

Or

- a) Double-click on 'My Computer.'
- b) Right-click on the CD-ROM drive with **The Cameron Files™: Pharaoh's Curse** CD1 and select 'Open' to access the contents of the CD.
- c) Double-click on the Install.exe file to launch the installation.

3. Read and click-to-accept the End User License Agreement, then follow the on-screen instructions.
4. The installation will automatically create a program icon group and a quick start on your Windows® 'Start' menu.
5. To launch the game, from the Windows® desktop, select:

Start -> Programs -> The Cameron Files -> Pharaoh's Curse -> Pharaoh's Curse

6. **The Cameron Files™: Pharaoh's Curse** requires DirectX® 7.0 or later. You may download the latest version of DirectX® from www.microsoft.com/directx

7. Configuration Options:

Start -> Programs -> The Cameron Files -> Pharaoh's Curse -> Configure Pharaoh's Curse

The upper panel allows you to choose between the Hardware and Software Renderer: the hardware renderer uses the video card chip in your computer for display operations. It requires 16 MB of VRAM to operate properly. If you select this option and encounter display problems, switch to the software renderer, which works on computers with lower end graphics cards, provided the computer complies with the minimum system requirements.

The lower panel allows you to copy, onto your hard disk, the gameplay level you are currently playing if you do not have the 1 GB free Hard Drive Space required to install the full game onto your hard disk.

UNINSTALLATION INSTRUCTIONS

To uninstall **The Cameron Files™: Pharaoh's Curse**, complete the following actions:

At the Windows® desktop, select:

Start -> Programs -> The Cameron Files -> Pharaoh's Curse -> Uninstall -> Uninstall Pharaoh's Curse

THE MAIN MENU

When you launch **The Cameron Files™: Pharaoh's Curse**, first the introductory cinematic will play, then you will see the Main Menu.

New Game – start a new game
Load – load a previously saved game
Save – save your game during gameplay
Quit – exit out of the game

To access the Main Menu during gameplay, press the 'Esc' key.

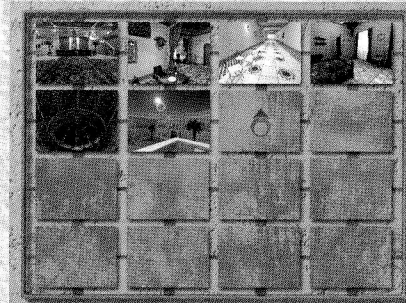


SAVING YOUR GAME

To save your game, press the 'Esc' key to access the Main Menu. Select 'Save' to access the Save Menu.

Click on one of the available spaces. Your game will be saved and you will return to gameplay.

To overwrite a previously saved game with a new one, click on the image of



the previously saved game. You will be prompted to confirm that you wish to overwrite the saved game. Select yes and your new game will be saved in that location. You will then return to gameplay.

To exit the Save Menu without saving a game, click at the far sides of the screen, where the cursor turns into the 'Return' cursor. You will return to gameplay.

Please note: As **The Cameron Files™: Pharaoh's Curse** is a challenging game, we recommend that you save your game often!

LOADING A SAVED GAME

To load a saved game, press the 'Esc' key to access the Main Menu. Select 'Load' to access the Load Menu.

The saved games are indicated by an image of the location where the game was saved. Click on the saved game image you wish to return to. You will then return to that part of gameplay.

To exit the Load Menu without loading a game, click at the far sides of the screen, where the cursor turns into the 'Return' cursor. You will return to gameplay.

CURSOR EXPLANATIONS



Neutral Cursor: Indicates that no action is possible.



Blocked Cursor: Indicates that this action is not currently possible.



Arrow Cursor: Indicates a direction you may go in.



Return Cursor: Indicates that you may back away from a scene or return to the previous menu or screen.



Hand Cursor: Indicates that you may pick up an item and place it into inventory or into the 'Wallet.'



Conversation Cursor: Indicates that you may have a conversation with this character.



Inventory Cursor: Indicates that you must use an inventory item in this area of gameplay.



Active Inventory Cursor: Indicates that you have selected the correct inventory object for use in this area of gameplay. Click to use it in gameplay.



Examine Cursor: Allows you to zoom-in on a scene for a close-up view.

Shortcut Keys

Left-mouse click: General movement, picking up of an object, etc.

Right-mouse click: Access the Inventory Menu

Esc Key: Access the Main Menu

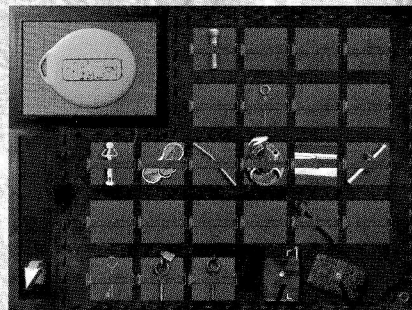
Space Bar: Stop an animated scene and continue to the next area of gameplay.

INVENTORY MENU

The Inventory Menu is where the objects and items you collect during gameplay are stored.

During gameplay, the cursor will change to include a hand. This indicates that you can collect that object. Click on the object during gameplay and it will automatically be placed in your inventory. Please note: Documents collected during gameplay are stored in your 'Wallet.'

Right-click during gameplay to access the Inventory Menu.



The Diary The Wallet

THE CAMERON FILES™
WILLIAMS' QUEST

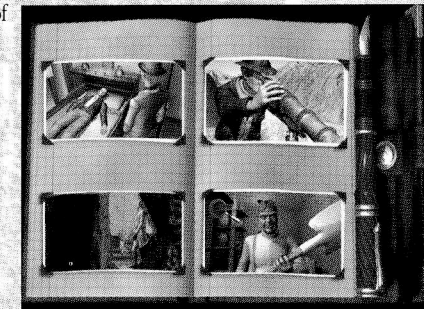
To select and use an inventory item, position the cursor over the object. The cursor will change into a hand and the object will appear enlarged in the window. Click on the object to select it and you will return to the game.

To combine items in the inventory, click on the first item you wish to use. The item will appear as your cursor. Click on the second item you wish to combine with the first item and this combined item will become your new inventory item.

From the Inventory Menu, you may access the 'Diary' and the 'Wallet.'

The Diary

Throughout the adventure, cinematics of Cameron will take place. These are stored in the Diary, the red book on the bottom right area of the Inventory Menu. Click to open the Diary and then click on the cinematic that you wish to revisit. To exit out of the Diary, click on the arrow in the bottom left corner of the screen.



THE CAMERON FILES™
WILLIAMS' QUEST

The Wallet

Throughout the adventure, there will be documents you will collect. These are stored in the Wallet, the brown book on the bottom right area of the Inventory Menu. Click to open the Wallet. Position the cursor over a document in the Wallet. The cursor will change into a magnifying glass. Click on the document to obtain a close-up of it and be able to read its contents. To exit out of the Wallet, click on the arrow in the bottom left corner of the screen.



FIRST FIVE MINUTES OF GAMEPLAY

Cross the hotel garden to the main lobby of the hotel and approach the reception desk. Here, you will be welcomed by the concierge.

Go upstairs; take the hall on the left to your room (#17). Right-click to open your inventory. Select the room key and use it on the door to gain entry to your room.

In the room, on the nightstand, you will find a message from Moira, with the museum entrance key. On the table to the right of the bed you will find a brochure featuring the hotel and the museum.

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Walk around the bed to put your suitcase on the bed. Click on the suitcase to open it and then take your lock-picking keyring and the flashlight from underneath your clothes in the suitcase.

Return to the main lobby. The concierge is no longer at the desk, so take this opportunity to read the hotel register and notice Moira's room number (#18).

Exit the hotel via the front main door and approach the taxi. Take the taxi to the museum to meet up with Moira. Enter the museum through the service entrance door that Moira left you a key for in your room. The museum seems to be empty!

Turn slightly right and go forward once. Turn slightly left and go straight down the hallway, second from the end. Turn left and go forward once. Turn right and enter the door to Moira's office. Her handbag is here, but she is nowhere to be seen! Look around her office for clues as to where she might have gone.

Enjoy the rest of the adventure!!



Customer	date of residence	date of arrival	no. of room
Doctor Jones	Sharon	May 20/21 May 19	room 19
Antonio Gomez	Madrid	May 20/21 May 19	room 19
Olga Feserov	Moscow	June 1, 1954	room 20
Maria McParley	Switzerland	June 5, 1954	room 18
Doctor Van Benschoten	Berlin	June 1, 1954	room 19
Herr Benschoten	Berlin	June 1, 1954	room 21
Edouard de la Rochette	Paris	June 5, 1954	room 16
Alan Parker Cameron	Chicago	June 10, 1954	room 17

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MURDER MYSTERY

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THE
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COMPANY

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Light: Loran Gouy, Fanny Didon Morel

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Voices Art Direction: Allan Wenger
Voices: Paul Bandey, Christina Bateman, David Gasman, Matthew Geczy, Allan Wenger

Singer: Djazia Satour

Testing: Bug Tracker, Paris - Montréal



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PRODUCT WARRANTY

DreamCatcher will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for US\$8.00 to cover postage and handling fees. (Please add US\$2.00 for each additional disc.)

Please be sure to include the following:

- Full Name
- Address, City, State/ Province, Zip Code/ Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail To:

DreamCatcher
1658 North Milwaukee Ave., Suite #450
Chicago, IL 60647
U.S.A.

TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

Online Support – <http://www.AdventureCompanyGames.com>

Please visit the Technical Support section of our Web site at:

www.AdventureCompanyGames.com

We have posted common problems and solutions that may help you.

We also suggest that you complete the Technical Support form located at our Web site. Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

Phone Support – 416-638-1170*

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday.

Please have the following ready:

- 1) Information about your computer's configuration (i.e. RAM, MHz, video and sound cards). You may use the Technical Support form at our Web site as a guide.
- 2) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
- 3) Immediate access to your computer so the Representative may walk you through the steps.
- 4) Pen and paper to take any notes.

* Phone support is located in Toronto, Canada.

**Please note: We do not provide hints via technical support. Hints are available at our website.
Support is available in English only.**

EPILEPSY WARNING

Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic fits or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use.

We advise that parents supervise the use of video games by their children. If you or your child experience any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

Standard Precautions When Playing Video Games:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a video game.

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NOTES

A black and white photograph of a textured surface, possibly a wall or fabric, with faint, stylized line drawings of a fish, a camel, and a figure. The image is overlaid with a grid of horizontal lines.

NOTES

A black and white photograph of a fish and a bird on a sandy beach. The fish is on the left, facing right, and the bird is on the right, facing left. They are positioned on a sandy surface with a textured, possibly rocky or shell-covered, background.